
Subject: Re: how to communicate between windows?

Posted by [andrei_natanael](#) on Thu, 04 Nov 2010 07:33:36 GMT

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Hello Bonami,

Here is your example, modified to notify other window about a event. I've used PostCallback to do that, no MT

```
#include <CtrlLib/CtrlLib.h>
```

```
using namespace Upp;
```

```
class B : public TopWindow
{
public:
    B()
    {
        SetRect(220, 10, 200, 200);
        Add(l.VCenterPos(30).HCenterPos(180));
        l.SetText("Test");
    }
    Label l;
    void ShowMessage(const String& msg)
    {
        l.SetText(msg);
    }
};
```

```
class A : public TopWindow
{
    typedef A CLASSNAME;
public:
    A()
    {
        SetRect(10, 10, 200, 200);
        ButA.SetLabel("Button A");
        ButB.SetLabel("Button B");
        Add(ButA.LeftPos(5, 80).TopPos(5, 25));
        Add(ButB.LeftPos(5, 80).TopPos(35, 25));
        ButA <<= THISBACK(Button_A);
        ButB <<= THISBACK(Button_B);
    }
    B b;
    void shown() { b.OpenMain(); }
    Button ButA;
    Button ButB;
    void Button_A()
```

```
{  
b.PostCallback(callback1(&b, &B::ShowMessage, "Button A pressed"));  
}  
void Button_B()  
{  
b.PostCallback(callback1(&b, &B::ShowMessage, "Button B pressed"));  
}  
};
```

```
GUI_APP_MAIN  
{  
A a;  
a.OpenMain();  
a.shown();  
Ctrl::EventLoop();  
}
```

Andrei
